CLAIM AMENDMENTS

1-3.   (Previously Cancelled)

4.   **(Currently Amended)**   A method for generating an object processing platform between an object computer and a processing computer, **wherein the object computer is configured to generate a local object computer graphical user interface (GUI) displayed by the object computer, wherein the processing computer is configured to generate a local processing computer GUI displayed by the processing computer, and** wherein an ad hoc screen assembly is performed by the object computer with the processing computer to couple a respective input and/or output device, **the method** comprising:

the object computer initiating a generation of an assembled display combining at least a portion of a display belonging to the object computer and at least a portion of a display belonging to the processing computer, **wherein as a result of generating the assembled display, at least a portion of the local object computer GUI displayed by the object computer at the time of generating the assembled display is displayed on the display belonging to the processing computer,**

in response to a user moving an object from the portion of the assembled display belonging to the object computer to an interaction area of the portion of the assembled display belonging to the processing computer, **automatically causing the display belonging to the processing computer to switch from displaying the at least a portion of the local object computer GUI to displaying the local processing computer GUI and** automatically generating an object processing platform, and

activating a local file processing function by means of a local coupling of the object to the interaction area.[[;]]

~~wherein the object computer is configured to generate a local object computer graphical user interface (GUI) displayed by the object computer;~~

~~wherein the processing computer is configured to generate a local processing computer GUI displayed by the processing computer; and~~

~~wherein as a result of generating the assembled display, at least a portion of the local object computer GUI displayed by the object computer at the time of generating the assembled display is displayed on the display belonging to the processing computer.~~

5.   (Previously Presented) The method according to claim 4, further comprising
an application-specific processing of the object is started by a further coupling of the object
to an application icon on the display belonging to the processing computer.

6.   (Previously presented) The method according to claim 5, wherein the object-
computer-specific data of the object is converted into application-specific data.

7.   (**Currently Amended**) A system comprising:

a processing computer **configured to generate a local processing computer
graphical user interface (GUI) displayed by the processing computer,** ~~an~~

~~an~~ object computer **configured to generate a local object computer GUI displayed
by the object computer, and further** configured to initiate a process for generating an
assembled display combining at least a portion of a display belonging to the object computer
and at least a portion of a display belonging to the processing computer, **wherein as a result
of generating the assembled display, at least a portion of the local object computer GUI
displayed by the object computer at the time of generating the assembled display is
displayed on the display belonging to the processing computer,**

a user input device for moving an object from the portion of the assembled display
belonging to the object computer to an interaction area of the portion of the assembled
display belonging to the processing computer, wherein moving the object to the interaction
area of the portion of the assembled display belonging to the processing computer **causes the
display belonging to the processing computer to automatically switch from displaying
the at least a portion of the local object computer GUI to displaying the local processing
computer GUI and further** causes an automatic generation of an object processing platform
for processing the object,[[.]]

~~wherein the object computer is configured to generate a local object computer
graphical user interface (GUI) displayed by the object computer;~~

~~wherein the processing computer is configured to generate a local processing
computer GUI displayed by the processing computer; and~~

~~wherein as a result of generating the assembled display, at least a portion of the
local object computer GUI displayed by the object computer at the time of generating
the assembled display is displayed on the display belonging to the processing computer.~~

8.　　(Previously Presented)　The system according to claim 7, further comprising an application-specific processing of the object is started by a further coupling of the object to an application icon on the display belonging to the processing computer.

9.　　(Previously Presented)　The system according to claim 8, wherein the object-computer-specific data of the object is converted into application-specific data.

10.　　**(Currently Amended)**　A system comprising:

a combination of an object computer and a processing computer that define an assembled display combining at least a portion of a display belonging to the object computer and at least a portion of a display belonging to the processing computer,

wherein the object computer is configured to generate a local object computer graphical user interface (GUI) displayed by the object computer,

wherein the processing computer is configured to generate a local processing computer GUI displayed by the processing computer,

wherein as a result of generating the assembled display, at least a portion of the local object computer GUI displayed by the object computer at the time of generating the assembled display is displayed on the display belonging to the processing computer,

wherein the combination defining the assembled display is initiated by the object computer,

wherein the combination is operable to perform an ad hoc screen assembly to couple a respective input and/or output device,

wherein ~~an object processing platform is generated~~ by moving an object from the portion of the assembled display belonging to the object computer to an interaction area of the portion of the assembled display belonging to the processing computer, **an object processing platform is generated and the display belonging to the processing computer automatically switches from displaying the at least a portion of the local object computer GUI to displaying the local processing computer GUI, and**

wherein ~~activating~~ a local file processing function **is activated** by means of a local coupling of the object to the interaction area,~~[[;]]~~

~~wherein the object computer is configured to generate a local object computer graphical user interface (GUI) displayed by the object computer;~~

~~wherein the processing computer is configured to generate a local processing computer GUI displayed by the processing computer; and~~

~~wherein as a result of generating the assembled display, at least a portion of the local object computer GUI displayed by the object computer at the time of generating the assembled display is displayed on the display belonging to the processing computer.~~

11.   (Previously Presented) The system according to claim 10, further comprising an application-specific processing of the object is started by a further coupling of the object to an application icon on the display belonging to the processing computer.

12.   (Previously Presented) The system according to claim 11, wherein the object-computer-specific data of the object is converted into application-specific data.

13.   (Previously Cancelled)

14.   **Cancelled.**

15.   (Previously Cancelled)

16.   **Cancelled.**

17.   (Previously Cancelled)

18.   **Cancelled.**